ALIEN SYNDROME

SEGA®

Catastrophic accident in experimental genetic lab ... stations overrun by hideous organic mutations – scientists captured! Activate station's self-destruct cycle! Send in Ricky and Mary, veteran Alien Exterminators, to rescue hostages! GO – Through the maze of corridors, blasting the slimy hordes, pick up new weapons on the way, rescue the prisoners and find the exit – HORROR – the doors are guarded by the biggest, most grotesque mutants imaginable! Can you get out before the time bomb goes off ... ?

OFFICIAL COIN-OP CONVERSION!

• Multi-load game with 8-way scrolling and two player option!

• Pick up Flamethrowers, Lasers, Fireballs, etc. From weapons bays! Activate station plan at Radar Map points!

• The most imaginative aliens ever – unsurpassed in slimy hideousness and brilliantly depicted in grotesque graphical glory!

• The biggest, ugliest, most bloodcurdling end-of-level monsters ever!

• Probably the most visually impressive game ever to hit the arcades – now in your home!

"If Ace can maintain this standard in their conversions then gamers are in for a treat. Ace game." – C&VG

"The arcade version of Alien Syndrome is simply brilliant and this conversion manages to capture all the original atmosphere and spirit." – ZZAP – SIZZLER!

SEGA'S MOST AWESOME COIN-OP EVER – from ACE: The new name for the best in coin-ops!

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ATARI ST DISK

ACE23ST

ALIEN SYNDROME

SEGA®

ACE

COMMODORE LOADING
Insert disk and type   LOAD"*",8,1 [RETURN]

ATARI ST LOADING
Boot up using DISK 1 (switch off the computer, insert Disk 1 into the drive, and switch the computer back on). When you get far enough into the game you will have to swap Disk 1 for Disk 2, and vice versa - watch for the prompts.

GETTING STARTED: COMMODORE
Control is by Joystick only. Press FIRE on Joystick in Port 2 to select one player game, or press FIRE on Joystick in Port 1 for two player game. Then use Joystick to select your character, Ricky or Mary. You will have to wait for the first part of Level 1 to load. Extra controls are...

RUN/STOP - PAUSE
F3 - MUSIC OFF
F5 - MUSIC ON

Press S during the Title Screen to save high score to disk.

GETTING STARTED: ATARI ST
Player 1 uses a Joystick plugged into the Joystick Port. Player 2 can use either another Joystick plugged into the Mouse Port, or the keyboard controls displayed on the screen. When prompted, choose between a one player or a two player game, then select your character(s). Level 1 will then load.

PLAYING
Play either on your own, or as a two player team. Each Level has two parts...

Part 1 - The time bomb has been set! Your objective is to rescue your trapped comrades from the station complex, then escape via the Exit - all the while defending yourself against the hideous mutant hordes - and with only a short time before the bomb goes off!

You start armed with a basic Shot blaster, but scattered around the complex are weapons bays from which, by touching them, you can change to other weapons - Laser, Bomb, Flame Thrower or Fire Ball, plus (Atari ST only) Option - a protective droid that guards your rear and fires backwards. There are MAP points which, when touched, flash up a map of the complex, showing the location of your remaining comrades. There are also Bonus bays, marked with a ? that you can touch for extra points.

On each Level the complex is totally different - you may have to run along causeways or watch for holes in the floor!

The EXIT will not open for you until you have rescued the required number of comrades (indicated by the Comrade Counter - a row of heads in the score panel). Once through the EXIT you go on to Part 2.

Part 2 - At the end of each Level you will have to tackle a huge and grotesque monster that you must destroy, still within a time limit, before you can proceed. There is a different one on each Level - each with its own vulnerable points, and each with its own bizarre method of attack! You enter Part 2 with the weapons that you brought with you from Part 1, and it is always best to face the big aliens carrying the best weapons possible.

If you succeed, the next Level will load in. If you fail you must start back at Level 1.

CREDITS

Commodore coding - Tim Rogers
Commodore graphics - Darrin Stubbington
Commodore music - Jerome Kimmel
Atari ST coding - Glyn Kendall
Atari ST graphics - Tahir Rashid